

play magazine presents

girls of gaming

and ANIME

v.3

Featuring the girls of
Darkwatch

With...

Lara Croft
Jen Kierce
Nova
Dixie & Reiko
Motoko Kusanagi
Wu the Lotus Blossom
Jessica Cannon
Maya and Aya Natsume
Seras Victoria
and many more...

M-Rated Edition



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featuring the women of...

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miranda

Her name is Miranda, and she stalks the lands of Pub-Ke as both fighter and predator. Miranda's genetic engineering was inspired by the finest of classic mythology: she is both amazingly beautiful and viciously lethal. With eyes that speak "come hither," to abide is to gamble with one's life... unless Miranda takes a fancy to you. Intelligent suitors will bring her a bouquet of flowers and weapons.

Anarchy Online
Developer: Publisher / Funcom / Funcom

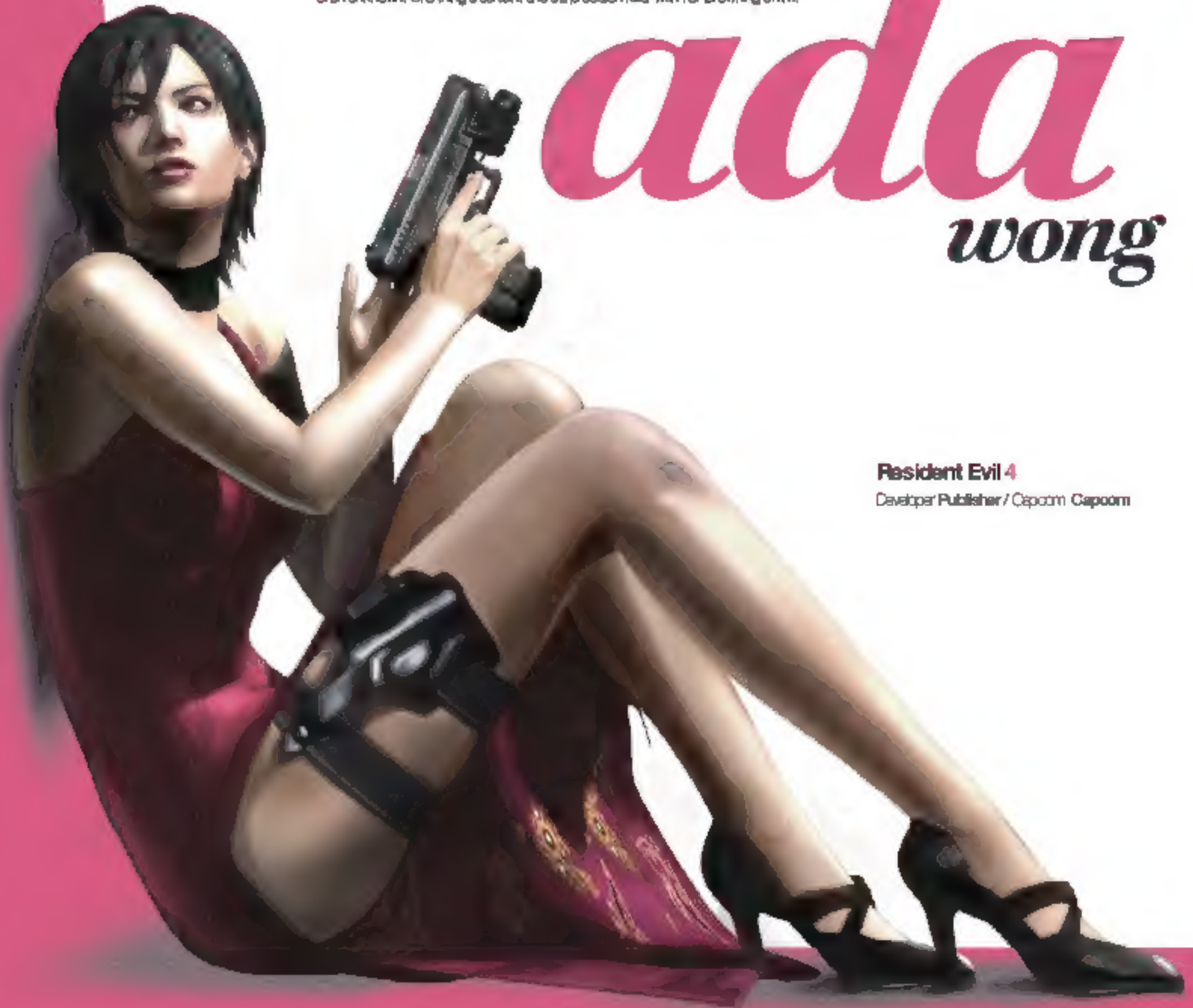
Mysterious and deadly, elegant and standoffish, Ada's place in the Resident Evil cabal is a bit of an unknown. One thing's certain: she's a precision killer with her Browning 9mm.

ada

wong

Resident Evil 4

Developer/Publisher / Capcom / Capcom



varnari/sera

In a world where devouring the enemy is the only way to survive, Sera and Varnari (they are one and the same) get their fill, wandering the surreal nightmare where instead of the Promised Land they found only a new hell.

Digital Devil Saga 2
Developer: Publisher / Atlus Atlus U.S.A., Inc.

Tabula Rasa

Developer/Publisher: NCsoft/NCsoft



sarah morrison

Sarah "Trigger" Morrison is a soldier with the 7th Division of the Allied Free Sentients. Fighting out of Falcon Hold Base on the planet Foreas, she's one of thousands of humans brought to the galactic planetary battlefields. Her wit is as quick as her trigger finger, and both have earned her the respect of her fellow soldiers. The Bane destroyed her home, and Sarah won't stop fighting until every last one has paid a price.

Occupation: Ranger

Hometown: Chicago, IL

Currently Stationed: Falcon Hold Base, Planet Foreas

Likes: Plasma rifles, flamethrowers, the Chicago Cubs, and disarming bombs at the last second.

Did You Know: Intergalactic war is like the Bane bent on the destruction or conscription of the entire universe. Never having seen the Cubs win the series.



Eva is a strong-willed warrior woman from the Northern Reaches who commands respect, even from those who are unaware of her royal blood. Eva also has a nasty temper. She finds great satisfaction—the hungry pleasure of a master strategist—in heading through the evil horrors that threaten her home. Her creativity on the battlefield, combined with natural leadership skills help to make Eva a painfully potent, devastatingly versatile fighter.

eva

Dungeon Siege 2

Developer/Publisher / Gas Powered Games / Microsoft

City of Heroes: City of Villains

Developer/Publisher / Cryptic Studios/NCsoft

Before her origin event, Belladonna was a Night Widow working for the arch villain Arachnos. Widows are trained in the arts of stealth, infiltration, and disguise. They spend most of their time in civilian clothes and assumed identities, ferreting out secrets or blackmailing business leaders into cooperating with Arachnos. If assigned a mission that involves combat, the Night Widow has discretion to form a strike team comprised of other Arachnos spies. It was on such a mission in Tress that Vetrano was killed. When the Arachnos Mystics freed her trapped soul from the void, a foul feasting phantom entity, the Ghost Widow, came to be.

ghost widow

Secret Identity: Belladonna Vetrano
Power Type: Magic Controller
Abilities: Life Siphon, Soul Storm

Secret Identity: Shifter Titann
Power Type: Mutant Controller
Abilities: Mind Control, Force Field

sister psyche

Even in her childhood, it was obvious that Sister Psyche was blessed. The tremendous scope of her mental powers was far beyond that of any hero, past or present. When the Rikti War descended, Sister Psyche knew she had to make her gift count. She did, but at a price. She exhausted her powers so thoroughly that she fell into a coma. A young heroine named Aurora Borealis offered to play host to Sister Psyche's projected mental self. Of course, this situation could not last forever. Now back in her own body, Sister Psyche has dedicated herself to helping to shape the tremendous gifts of the young Aurora.

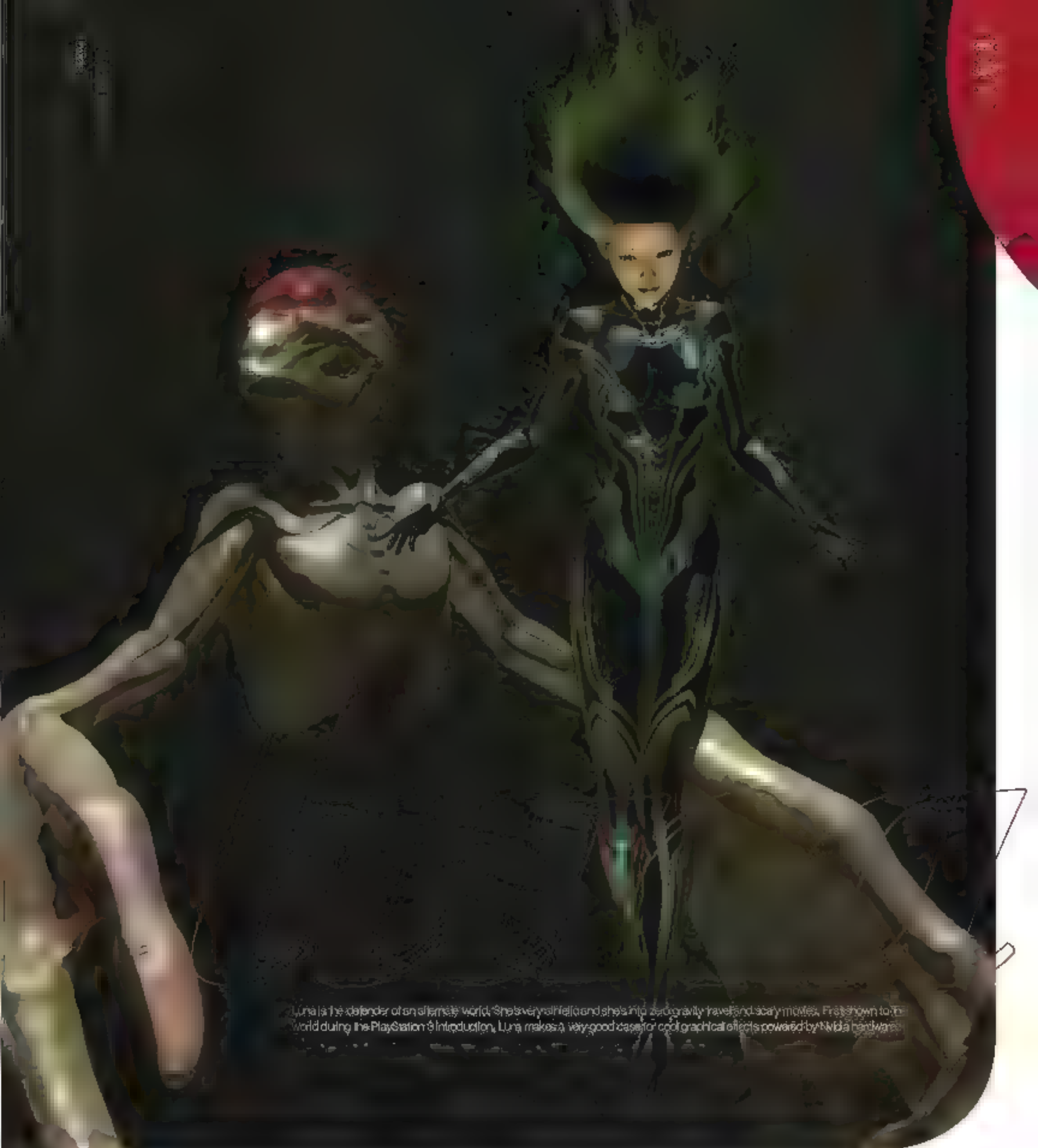




Motoko Kusanagi!

Starting in a legendary anime movie and series, by the countless manga, a first-rate PS2 game and now the PSP's first formidable FPS, Major Motoko Kusanagi is on a major roll.

Ghost in the Shell Stand Alone Complex
Developer: Production I.G. / Artists: Bandai



Luna is the defender of an alternate world. She's very helpful and she's into zero-gravity travel and scary movies. First shown to the world during the PlayStation 3 Introduction, Luna makes a very good case for cool graphical effects powered by Nvidia hardware.



tala

cassidy

Darkwatch

Developer: Publisher: High Moon Studios; Capcom

When Vampire Lord Lazarus Malkov turns outlaw Jericho Cross into a vampire, he falls in between two beautiful gunfighters: Tala, who tempts him with sexual favors and the promise of becoming a vampire; and Cassidy, who appeals to his sense of justice and persuades him to slay the vampire. In the process, the West, along with her soul, is forever changed. A road only a few can travel.

5 Questions

Farzad Varshramyan, VP, Creative
Visual Director, High Moon Studios

What, in your opinion, defines beauty, and how do you go about projecting that onto a virtual game heroine?

Beauty is very much subjective. You can have 100 people, and each one of them will have a different definition of beauty. We stay pragmatic about it, relying on what we know our audience likes, and then try to bring a new and original spin to it. So simply put, pretty face, preferably memorable, with eyes that hide what may potentially lie beneath the psyche. Pleasing figure, with a revealing but hopefully not tasteless wardrobe, and cool hardware if applicable.

Have you ever considered creating an action franchise centered on one of your female characters?

The short answer is "Yes!" We have several projects in development that feature female characters prominently.

Who do you consider among the most beautiful women in the world?

If you don't count Vera, my wife, then I'd say Jennifer Connelly is someone I've personally always found to be very mesmerizing. She projects something beyond her physical good looks.

Bila or Cassidy? Do you have a favorite?

I'm in the minority, but I always liked the good girls, like Cassidy. Librarians with cover girl looks would be on target, I guess.

What is the most difficult part of the human form to get right in an in-game model?

Which part isn't? Because as humans we are most familiar with what other humans "should" look like, any little inconsistency will break the illusion. I used the word "inconsistency" instead of "unrealistic" because characters may not always live in realistic worlds. Stylized worlds, such as the Darkwatch Gothic West, is one such example.

So maintaining consistent design and proportions within the world you've established is critical. The first thing we ensure is right is making sure we have proper overall body proportions and silhouettes. The second place where it is critical to be very picky is the face. The face is where you will get the majority of interaction and emotional connection. I feel the face always tells the back-story of the character.





SIN Episodes

Developer: Publisher / Ritual Entertainment / Ritual Entertainment

Jessica Cannon

Jessica Cannon is the new rising star of Blade. She and Blade, Jessica can break into areas inaccessible to the other two

Blade, Jessica can break into areas inaccessible to the other two

Blade, Jessica can break into areas inaccessible to the other two



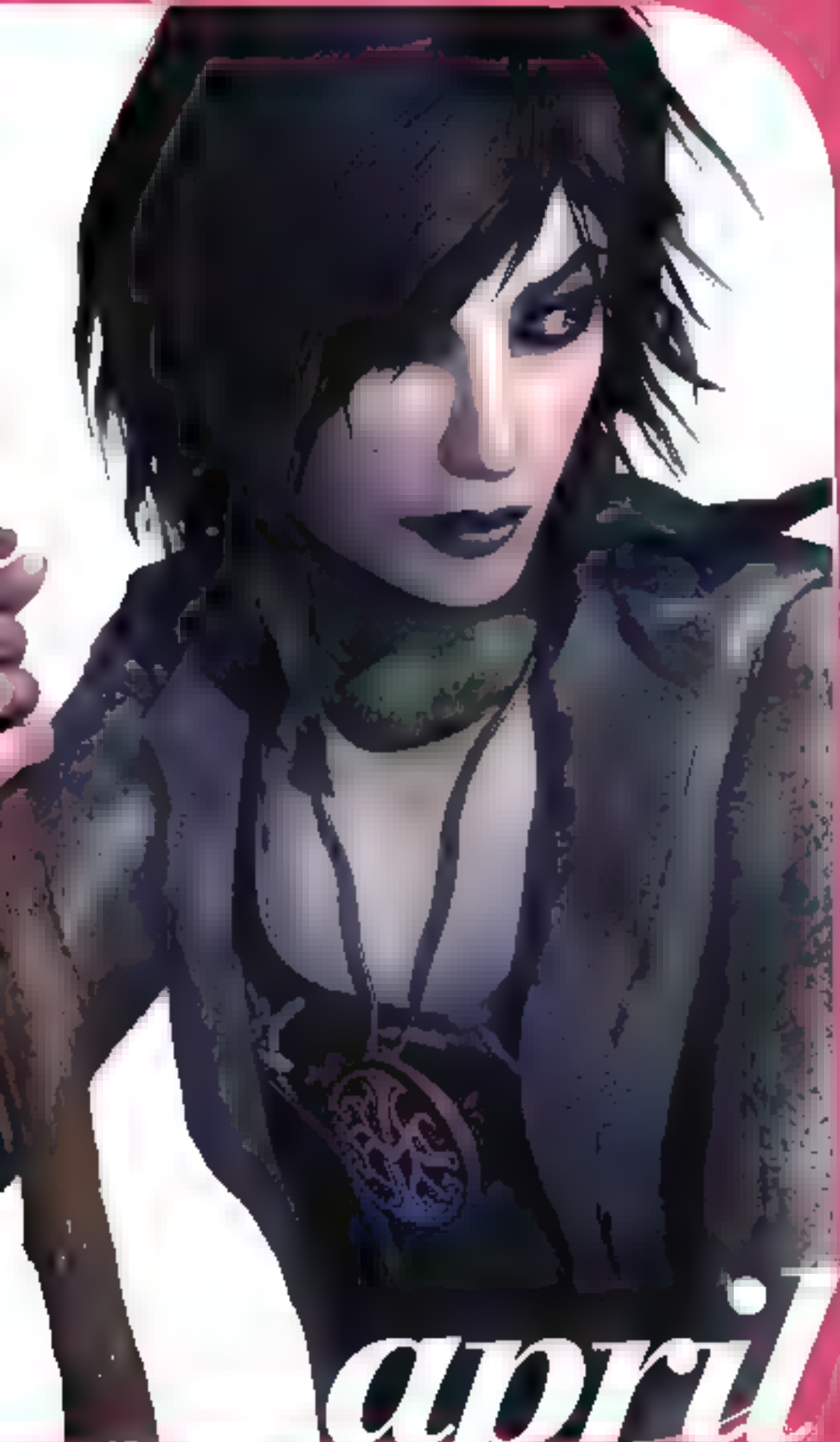
Nvidia Mascot
Nidia

Seiwan SLU-promoting Made. rympr Dawn likes everything twice as nice. She also enjoys long walks deep in the forest, and you'll find her with in the woods for sweet mixed drinks. She doesn't tire out very easily; make sure you keep up!

Dreamfall

Developer/Publisher / Funcom/Funcom

When you're a professional thief, you know the best way to get out of a tight spot is to run. But when you're a thief, you also know that the best way to get out of a tight spot is to run. But when you're a thief, you also know that the best way to get out of a tight spot is to run. But when you're a thief, you also know that the best way to get out of a tight spot is to run.



april

zoe



When you're a professional thief, you know the best way to get out of a tight spot is to run. But when you're a thief, you also know that the best way to get out of a tight spot is to run. But when you're a thief, you also know that the best way to get out of a tight spot is to run. But when you're a thief, you also know that the best way to get out of a tight spot is to run.

CONYER



Conyer is a young woman who is very intelligent and very dedicated to her job as a young detective for the New York Police Department. Caught in the line of duty, she loses her partner Tyler, who is killed in the line of duty. Conyer is determined to track the Doc's Elmer murder.

Developer/Publisher / Quantic Dream Atari



mila

Psychonauts

Developer: Publisher / Doubleline

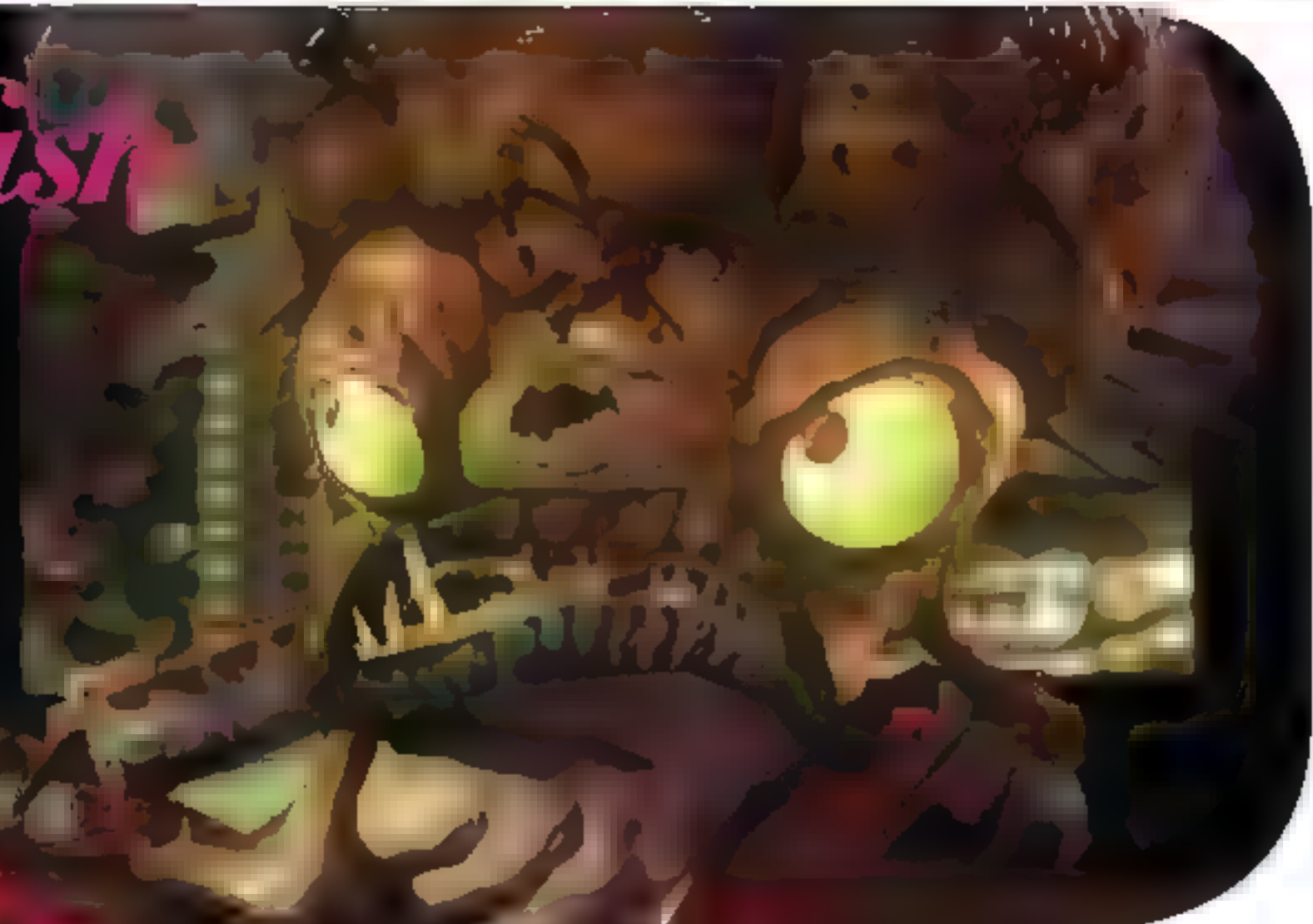
Psychonauts is a surreal, puzzle-solving and boogie-down detective game. Lila has to analyze and solve the mystery of two Pigs, Shagov's painting and even Mila's dad, and Lila, well, she's a little bit of a...
Play on the box set with...
Psychonauts



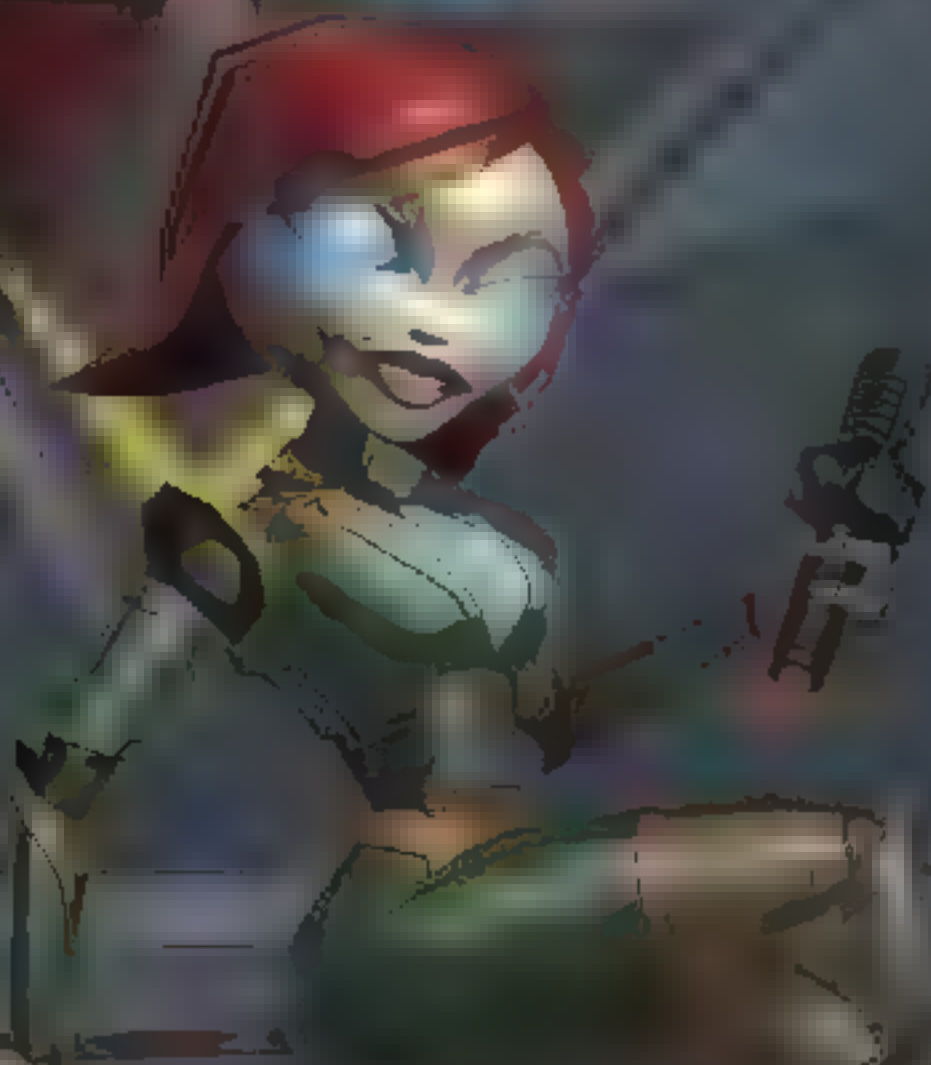
shegore



linda lungfish



Juanita



Welcoming one and all to the show, she greets Juanita—the best way to happen
to game show emcee should be to call Dawson on The Running Man, it'd like a (or
balls to get into her gearbox.

Ratchet Deadlocked

Developer/Publisher/Insomniac Games/SCEA



team Gran Turismo Sport

Take The Great Juku Challenge!
Developer Publisher / Asierche THQ

Competing against Team Puperuni for the favor of the Moon Juku Goddess in the Great Juku challenge, perhaps Juku big-wig Jibolba put it best when he described the Grammazons as "cute as bugs", although they also have an odd fascination with knitting and dentures... Strange girls.

psym

scarlet





UNO WANTS

The presence of the... Schwarz gnawed at the... no more. Despite its faults, her beloved nation did not deserve to have its cities pillaged and its resources extracted. In the Gelel Empire's unending search for... Schwarz would mutate that... against her people, ignite rebels... army, and stop... challenges the...

Artist: [Name] / Web: [Name]



Scholar Ling

Don't let Scholar Ling's elegant blue ensemble fool you. Her general veneer hides a fierce warrior spirit. Her lightning attacks can take on the strongest warriors or demons. Scholar Ling is always up to the task.

Fa Ying Jen

Stellar warrior Fa Ying Jen, in the nip and tuck, well-tooled and state-of-the-art fighting suits on the back. Her lightning attacks can take on the strongest warriors or demons. Fa Ying Jen is always up to the task.

Jade Empire
Developer/Publisher: BioWare Microsoft Game Studios



WILLOR

The spitting image of our great hero Alucard's wife—murdered to drive him back to Dracula's castle—Dido sets up shop on the outskirts of the castle grounds to aid him in his quest to slay the harbinger of his doom. *—IGN.com*

Castlevania: Curse of Darkness
Developer: Purplechess / KOEI Tecmo
Konami

devianne

human

Devianne is a Human sorceress who received her formal training at the Ivory Tower. She applies strict logic to everything, believing it is possible to resolve any problem rationally. A mistress of elemental magic, Devianne declines adventure and instead spends her time searching for rare texts that will increase her power still further.

Lineage II

Developer/Publisher/NCsoft NCsoft

prefect karukia

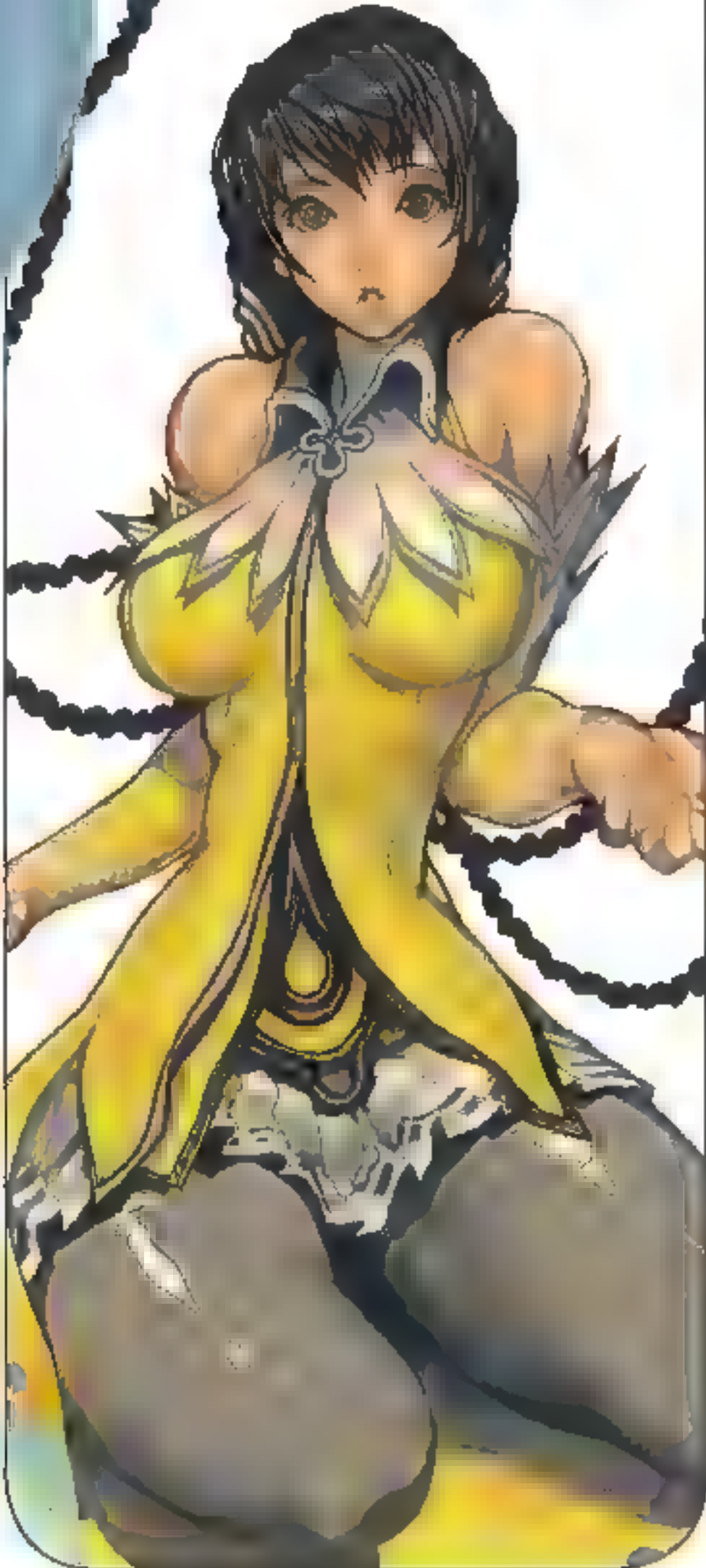
orc

Prefect Karukia is a member of the Aluba, the tribe of the wolf. Fierce, powerful, and utterly confident, she is the quintessential Orc fighter. When not hunting or fighting, she trains young Orcs in the bloody art of channeling their inner fire on the battlefield.



seriel

reith



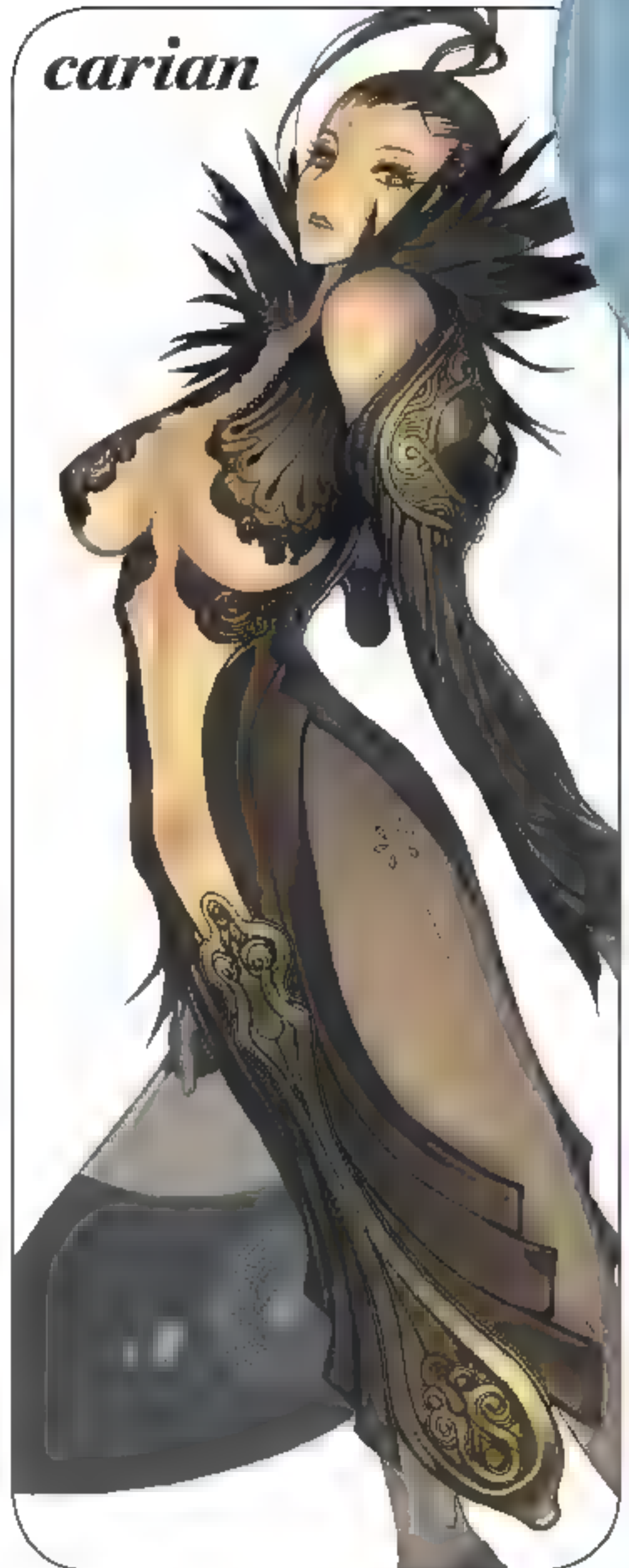
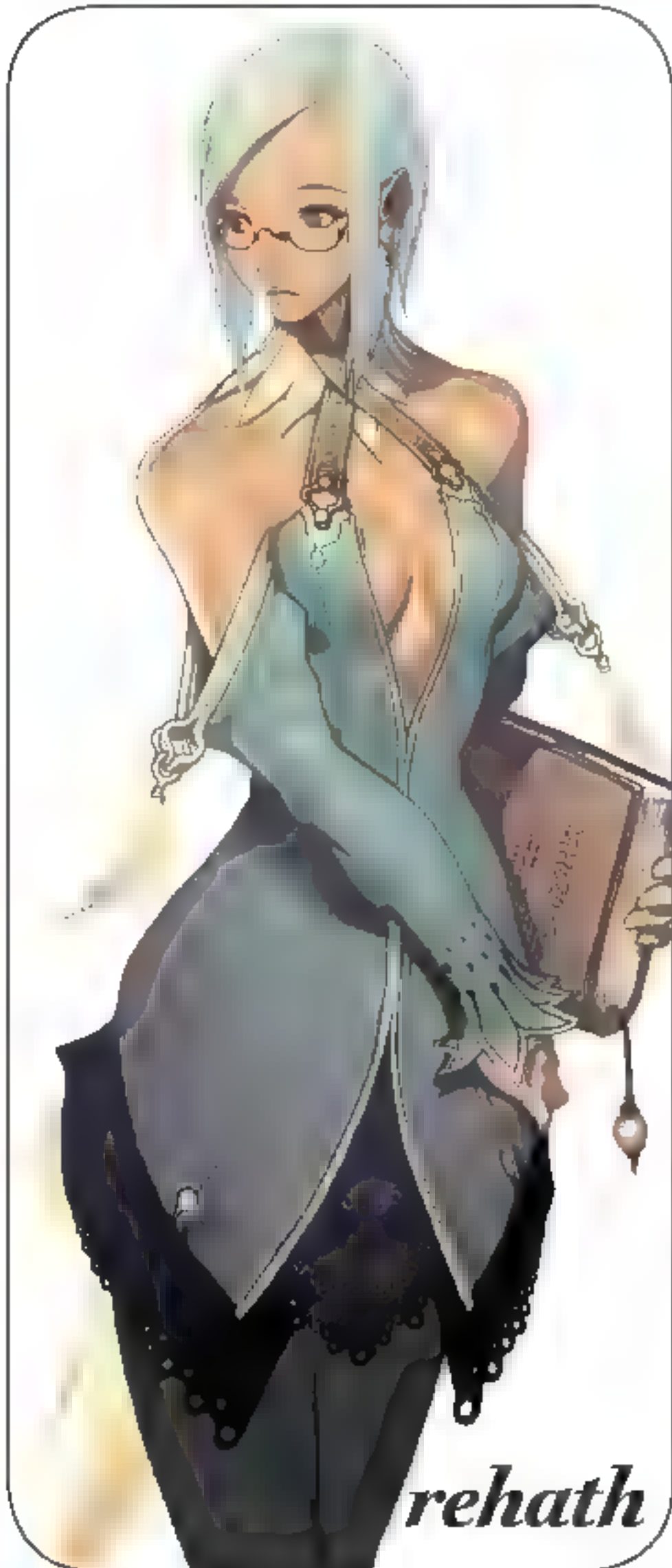
Magna Carta

Developer/Publisher / Solmax/Atlus U.S.A., Inc.



rothy

Hung-Tau Kim's character designs for SoftMax's new FPS *Magna Carta* are nothing short of spectacular, harkening back to the days of old-school Capcom *Bionic* art. *Reith*, a powerful priestess smitten with amnesia, and *Ennis* are the game's most prominent females, but the game is filled with a diverse and exquisitely detailed cast.

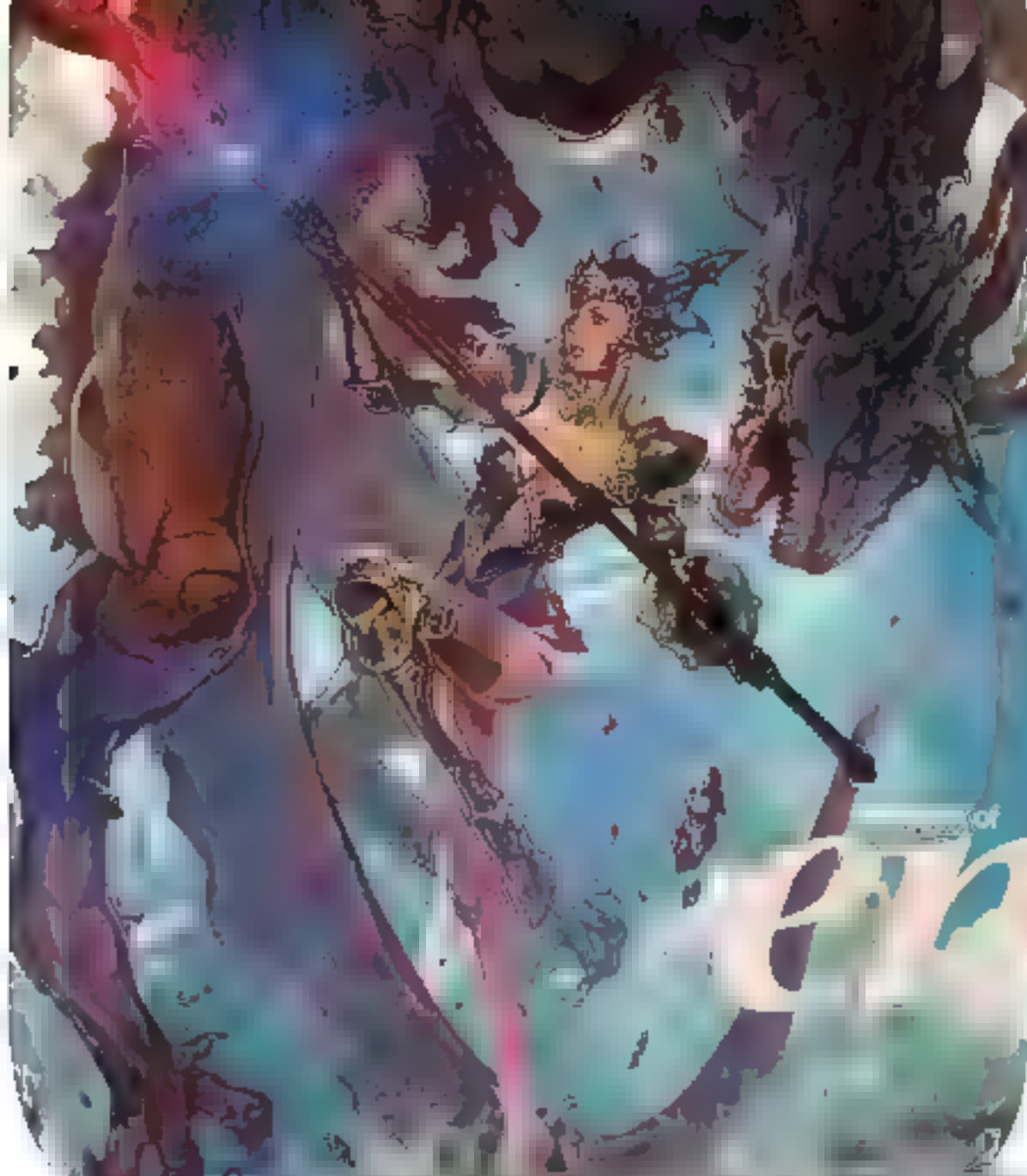


tempolour



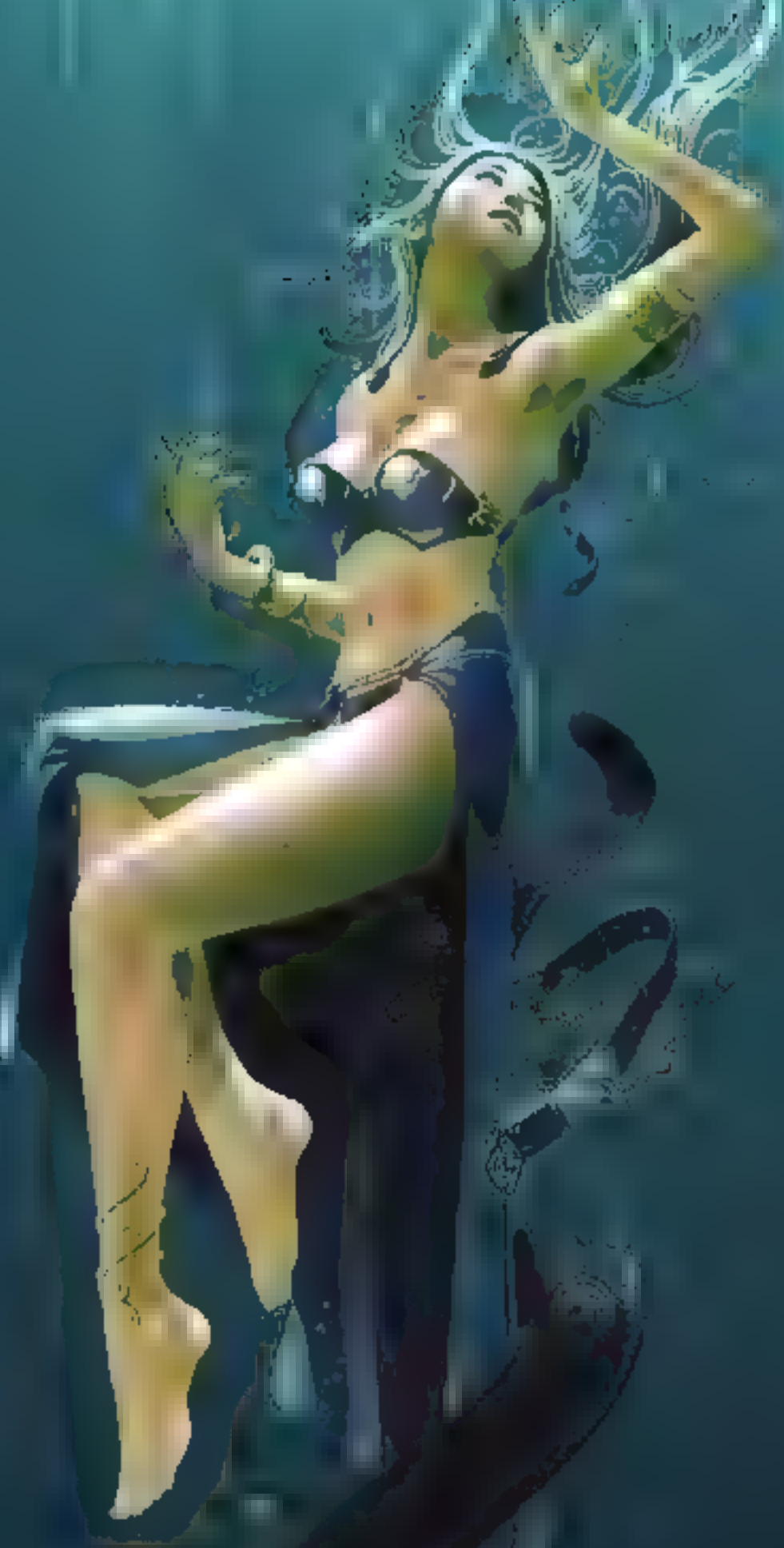
Demons have been trying to break through the
planes of existence for hundreds of years,
and only a secret underground society known as
the Knights Templar have prepared for the day.
Having divined the invasion was inevitable,
for the centuries sleep, these patient defenders
awoke, using traditional armor and weaponry
with a modern twist and modern firepower. The
Knights Templar, ranked by many sturdy female
warriors, concentrates on close-quarters
combat, and is about to take a beating and armed to
the teeth.

Hellgate: London
Developer: Publisher / Fantasy / Zone: Monitor



THE ELDER SCROLLS *saga*





The Core Galaxy is at war and the Core people are under siege. The Republic continues its hungry growth, covering the system in its quest for future trade routes, while the mechanized Republic Empire continues to wreak havoc, mercies and sin, across the entire system. In the midst of this conflict, the Core Holy Alliance has emerged, brandishing magic and weapons sanctified by their god, Deam. Drawing upon this power and channeling rage, there are no better healers in this war than the blessed Core.

Prince of Persia: The Two Thrones
Developer: Publisher: Ubisoft Montreal | Ubisoft

Kaileena

TIME
... beloved
... assassination plot. On



Kingdom Under Fire: Heroes
Developer:  Gameloft / Charatgram Microsoft

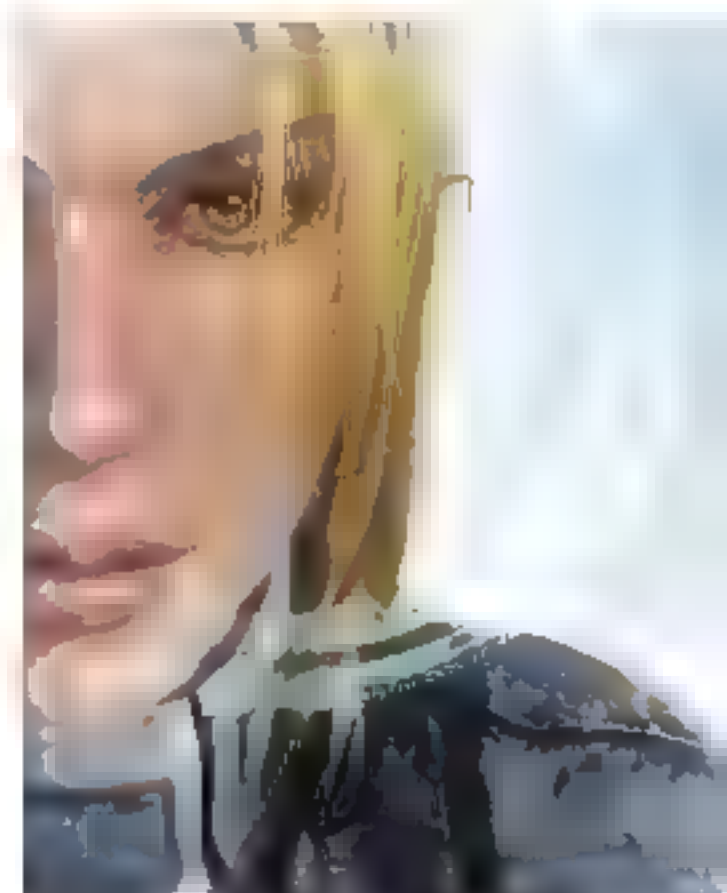
ellen

Before her service under Gerald, fighting alongside Rupert in Kingdom Under Fire: The Crusaders, Ellen commanded her own legions fighting for the Holy Land using her "Talon Thrust" and "Falcon Strike" to lay waste to the invading demon swarms.

A Terran Ghost starring in her long delayed, much anticipated game, she is Nova Squadron's most deadly assassin. Twenty years of training in the art of psionic techniques, she is capable of psionic sight and speed on top of her Terran weapons and tactical abilities, making her one extremely dangerous female protagonist.

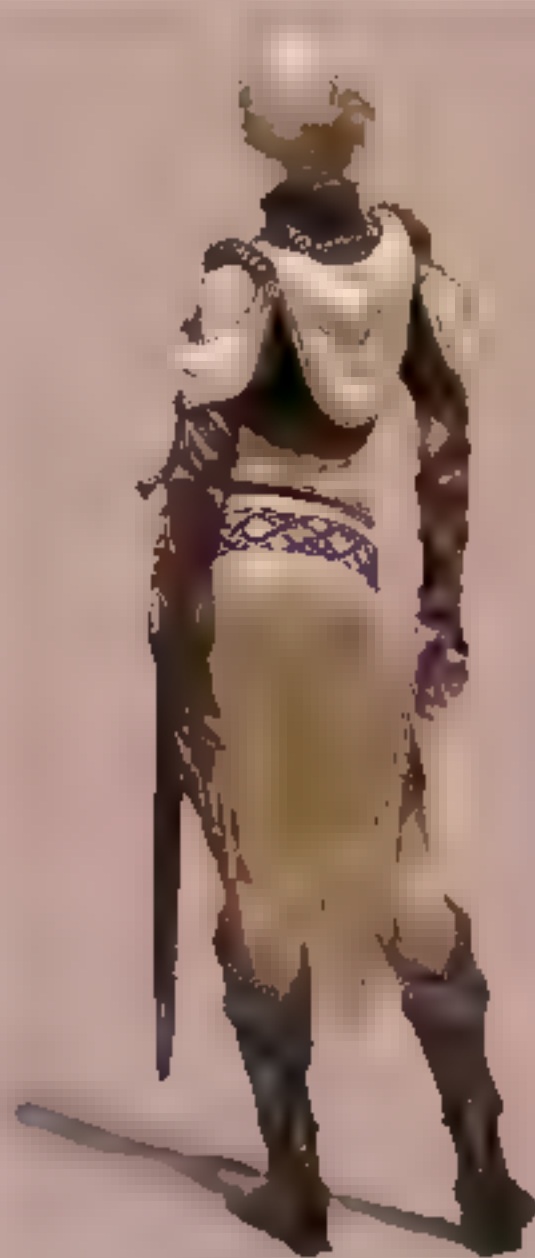
Starcraft

Developer/Publisher / Blizzard, Wingnut Apex Games





magical armor



joanna

Perfect Dark Zero
Developer/Publisher/Rare/Microsoft Game Studios

Most of us know Joanna as an aim and gun, ogling the occasional third person glimpse to preserve the fantasy that what we're actually controlling is a lovely bounty hunter. The first-lady of first person shooters began life on Nintendo 64 and is now reliving her youth on Xbox 360 as a bounty hunter in training. It sure would be nice to see her in 3rd person but we'll take her anyway we can get her...even in FPS mode with no visible legs.

mountier!!!



Shining Force

Developer/Publisher / Sega Sega

Sega's anime-based monster crawl boasts a pack of magic, sword, and staff wielding heroines but none so bold and beautiful as Rare and Mareru. Okay so Mareru is half horse... Imagine how much fun she must be to ride. But enough horsing around; she's a fearsome warrior in the biggest anime based hack 'n' slash ever created.



Jen

angelica

Motivated, passionate, and resilient, Angelica will do anything to survive. She wants to experience everything life has to offer, but she'll fight against every challenge and come out on top. Her lust for life is legendary. She single-handedly destroyed the Red Brigade's presence in Orlais territory during the first Human Invasion. When the Thane's Order targeted across the Moat into Orlais territory she took the lives of 1000 Thane's officers, in a single day. She's a stubborn warrior who will not accept defeat as an option, no matter the risk or the danger.

Auto Assault

Developer/Publisher: NCsoft



Devil

DETAILS

The beautiful but cold-blooded warrior Lady Butterfly is the wife of the Devil King himself, and Venus, master of the art of stealth, is a ninja who finds no pleasure in battle but will fight to the death to protect the ones she loves.

butterfly



In Koei's Dynasty Warriors 6 Diaochan is one of the Unsinged warriors, a deadly temptress who seduced China's most powerful warrior; The Gao Twins, Da and Xiao are the resident cute anime clones (all in favor of teenage girls saving humanity easy "1"); Zhu Rong is the series' token blonde bombshell (and another of the Unsinged warriors) and Xing-Gai, from the Kingdom of Shu, may look young and innocent, but when it comes to the future of her Kingdom's survival she is a ruthless devil.

Developer/Publisher / Koei/Koei



*cassandra, ivy,
setsuka, and seungmina*

In the epic fight between good and evil, swords and souls, the quest for Soul Edge and Soul Calibur is lined with exquisite beauty.



*taki, talim, tira,
aund seungmina*



Dead or Alive 4

Developer/Publisher / Team Ninja/Tecmo

Joining Tina, Ayane, Hitomi, Lei Fang, Christie, Helena, and Kasumi this year are beautiful young Miko, Kokoro, whose sharp, powerful moves make her a potent opponent, and the mysterious masked wrestler La Mariposa.

goal. A character's face makes beautiful. The character's personality, reach level individuality. If we were ever to create a character that was not beautiful, that would be because we determined that achieving that character's personality was worth the trade-off of beauty.

Have you ever considered creating an action franchise centered on one of your female characters?

That's something I could consider, so I have thought about it.

Who do you consider among the most beautiful women in the world?

No one.

Do you have a favorite Team 650 female character?

That would be Kasumi. She's the only one I have answered this question in the past 10 years? Kasumi's ending cinematic is something that every DOA fan should see. It's called "The Eternal Heroine."

What is the most difficult part of the human form to get right in an anime game model?

The moving parts. We have yet to master character animation that is both satisfying and beautiful. When a man sees the hair of a woman that he loves, he thinks, "I want to touch that." I want to simulate that sort of flowing, beautiful hair in real time. However, even with the formidable power of the Xbox 360, we haven't been able to do that.

So we're not quite there yet?

We have done our best in *Love Live*, but even it still hasn't reached my ideal vision. One of the characters in *DOA4* devours one of the Xbox 360's processing power (that's her hair and some secondary animations).

Your in-game models on Xbox are the height of both model integrity and animation.

Given everyone has the same hardware, why such a big variation in quality?

It must be a matter of difference in philosophy.

So many developers seem to have problems with dynamic collision, yet you have managed to incorporate it. Is it all that tricky?

Dynamic collision calculations are a troublesome problem, but at the same time, they are extremely challenging. This is one of my favorite areas to work on. In the game *DOA1*, I have assigned my most senior programmer to this task.

Some may ask, "So why not use a general purpose engine?" but I have no interest in going that route. I have always developed our engines in-house. The reason is that we often omit some features of our engines to more attractively display our secondary animations. In other words, the logic required to allow something moving in a beautiful way, and the logic required to remain faithful to naturally occurring phenomena, are often mutually exclusive of each other. In such cases, we must find a compromise between beauty and realism. Everything in-house makes it much easier to do things the way we want to. God.

Yamaguchi





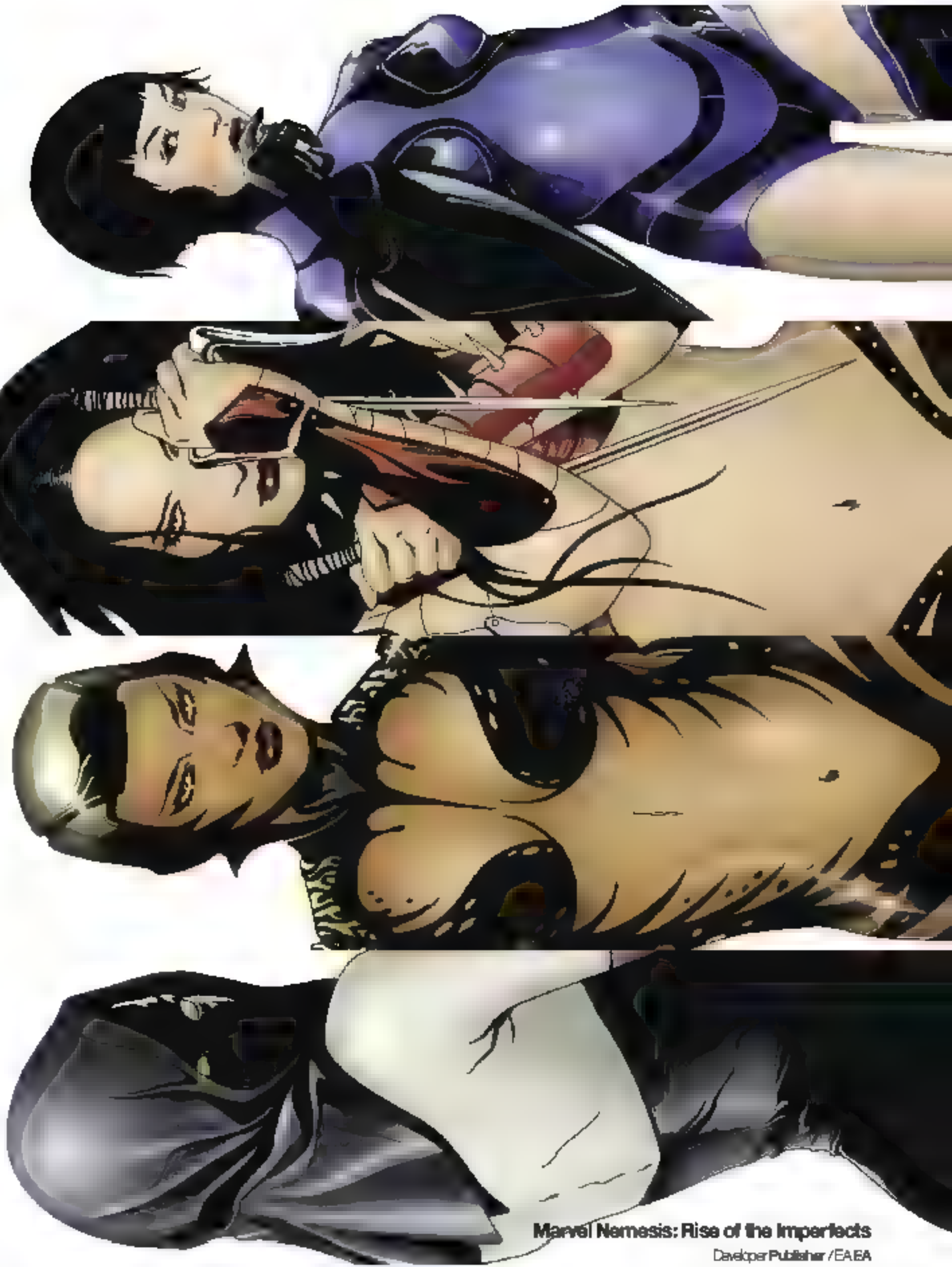


In Shao Kahn's Monks. Earth Realm's hottest hard-ass Sonya Blade is kidnapped and brought to Outworld where she remains unseen until the final taekwondo fight, while elsewhere the recently awakened Mileena fights for survival against her evil clone.

Mortal Kombat: Deadly Alliance
Developer/Publisher / Midway LA (Farebox) Midway

the wink, paragon, elektra, and fault zone

The Wink controls every molecule in her body (use your imagination). Paragon (complete with mono-filament blades) is one of the deadliest beings to ever walk the Earth. Fault Zone combines ballerina-like agility with seismic arms, and the only non-"imperfect" shown, Elektra, married Ben Affleck and got knocked up. Just a few of the deadly female contingents in EA's first original fighter.



Marvel Nemesis: Rise of the Imperfects

Developer/Publisher /EAEA



dixie

reiko

For their Xbox 360 debut, the lovely ladies of Rumble Roses are jumping from 10,000 to 50,000 polygons each, meaning what you see is what you'll get. They don't get in the mud this time around—but the game is still plenty dirty.



Rumble Roses XX

Developer/Publisher / Konami/TYO/Konami

girls of gaming ^{v.3}



Orta

After spending her childhood imprisoned in a stone jail under the guidance of "Three Magi" young white-haired Orta is set free by the dragon with which her fate is intertwined. Fighting against the Imperial Army they experience countless wonders together on the way to their destiny. Games and characters such as these no longer exist, and do we ever miss them.

Panzer Dragoon Orta
Developer/Publisher / Smilebit/Sega

kelly o'lemmey



When leading world scientist Dr. Hebble Gate goes missing along with the entire population of colonists on Tír na Nóg, elite fighters Saburocúe Mishima and Kelly O'Leamy (under orders of the disembodied head of one Lieutenant Meridian Poe) are assigned to uncover the grisly truth.

Developer/Publisher / Smilebit Sega

A detailed illustration of the character Alishia Dragoon. She has long, spiky red hair and is wearing a white, form-fitting, sleeveless top with a purple and blue patterned collar. She is also wearing a long, flowing red cape and white gloves. Her right arm is raised, and she has a determined, shouting expression. The background is a warm, golden-yellow glow with some faint, abstract shapes.

alishia **dragoon**

For the Genesis/Mega-Drive that featured a female gladiator with a multi-directional blast laser that could recruit elemental spirits to raise and use as powerful allies...long before virtual pets became a multi-million dollar business. The first Pokémon? You make the call.

Developer: Publisher / GameArts Sega

A detailed illustration of the character Blaze Fielding from the game Streets of Rage. She is depicted from the waist up, wearing a red, strapless, form-fitting top and a red skirt. Her long, dark brown hair is blowing in the wind, and she has a determined expression. Her right hand is raised to her forehead, and her left hand is clenched into a fist. The background is a plain, light color.

blaze
Fielding

Streets of Rage

Developer Publisher / Sega Sega

When powerful secret organizations take over the streets, city Govt. and police a determined young police officers step in to clean it up and eat chicken: Adam Hunter, Axel Stone, (okay, someone get Jack Homer on the line) and Blaze Fielding, gaming's first female beat 'em up heroine (in red leather no less).

girls of anime

065
066
074
078
088





Jyu
Nanohana

Jyu is the unlikely successor to the legendary swordsman Yagyu Jubei causing her to transform into a powerful ninja whenever she dons the heart shaped "lovely eye patch." But with transformation comes great responsibility... Like ending a 300-year old grudge. As if life wasn't difficult enough as an extremely well endowed 8th grader...

Jubei-Chan The Ninja Girl
Released by Bandai Entertainment

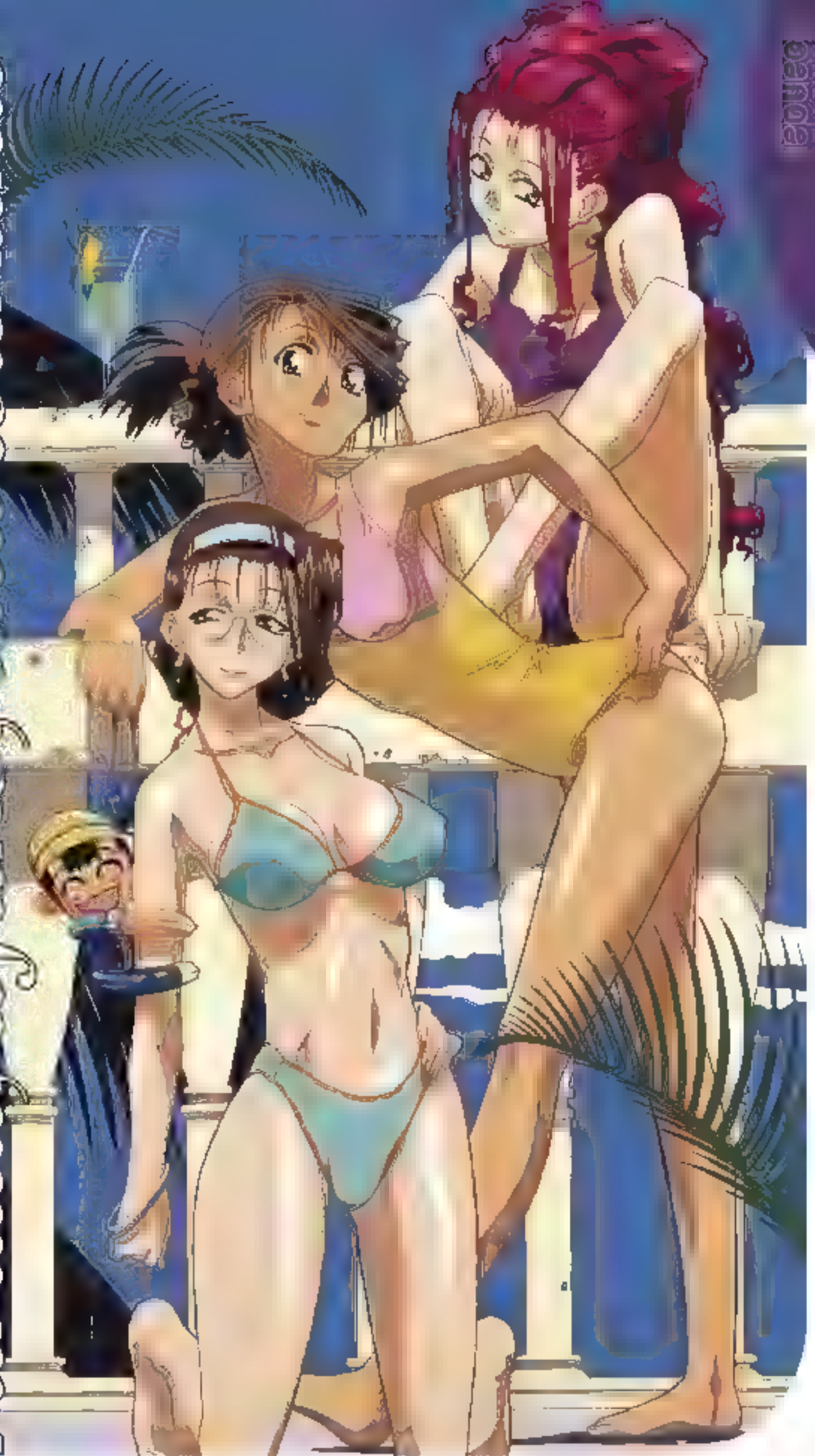


Ghost in the Shell: Stand Alone Complex

Released by Bandai Entertainment

tenamonya

Tenamonya, a 3D management Sim on the PlayStation 2, is one of the best titles of the summer. It's a cute, colorful, and fun game that's perfect for the whole family. It's a great way to spend your summer days. Watch the show!



Tenamonya
Released by Bandai Entertainment

Baldandy

The lovely Baldandy is an angel from heaven sent to Earth to grant loser extraordinaire Kelchi Morisato one wish, which he uses to keep her here as his gal pal.



Rukhona's mission is to travel across Japan circa the Great Japanese Civil War spreading peace by holding hostiles "close to her bosom..." Luckily she's also lethal with a six-shooter, able to reload while spinning by bouncing bullets off of her ample assets.



ginrei

The best way to describe Interpol's #1 agent, Ginrei, is as a simple Lupin. She's retro hot, thinks on her feet, and finds herself at the core of diabolical scenarios that would make Bond green with envy.

Ginrei Special

Released by Media Blasters

inaho and the eX



Master of Mosquito

Released by

Blood-bound to her vampire master, Mosquito, seventeen-year-old treasure hunter Inaho is totally obsessed with immortality yet enjoys the sun and thinks drinking blood is gross. So she drags "Mosky" along with his ex-wife of 300 years around the world looking for the O-Parts which grant immortality without all the icky vampirism.

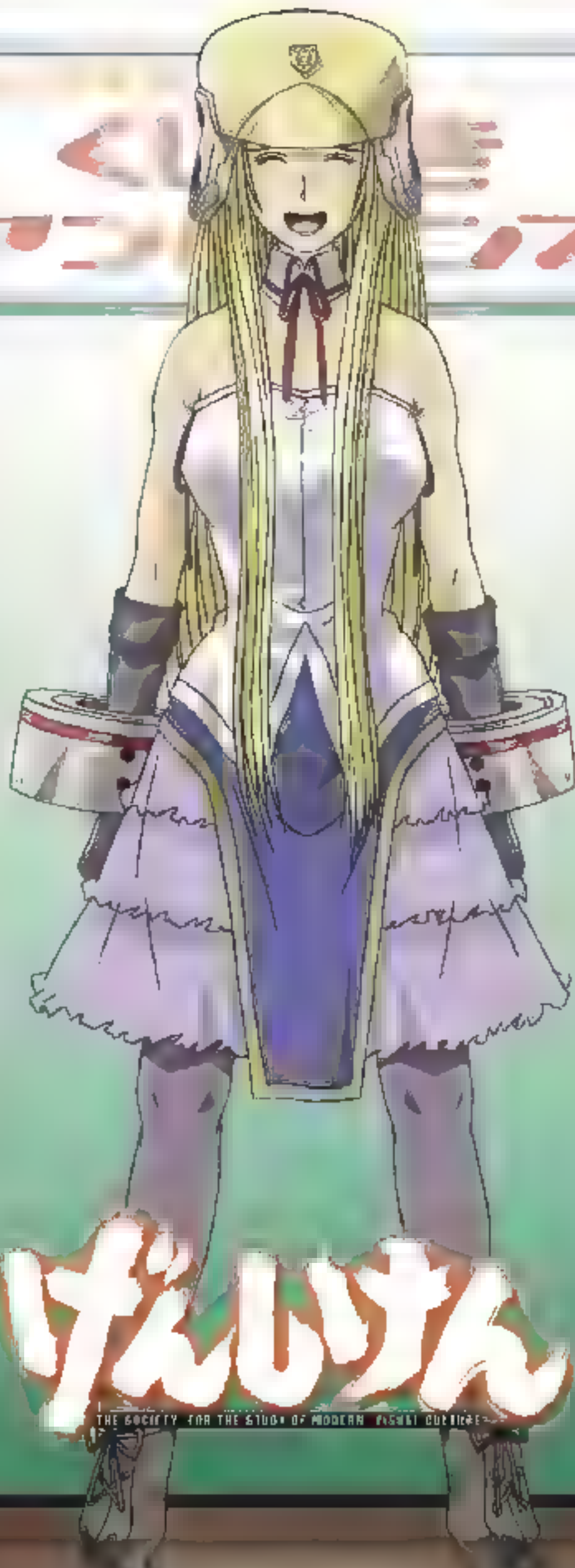


chiharu

Chiharu is a young girl with a talent for singing. She is a member of the school choir and is very popular among her classmates. She is also a member of the school's music club. She is a very kind and gentle person. She is also a very talented singer. She is a very popular girl in school. She is a very kind and gentle person. She is also a very talented singer. She is a very popular girl in school.

Eiken

Released by Media Blasters



Kasukabe

saki

アイドル

THE SOCIETY FOR THE STUDY OF MODERN ANIME CULTURE

Released by Media Business

asagari

In FUNimation's new Desert Punk, this "full-cheated" desert vikan will do anything for money including using her "assets" to get others to do her dirty work.





kagura

tamnozzu

...the goddess of the underworld...
...at the very heart of the underworld...
...underneath the goddess...
...the Goddess.

Speed Grapher
Released by FUNimation



Meg sai amy jo

Jo, Meg, Amy, and Sai are pretty much God's gift to mercenaries... they're also known for violent outbreaks, all around the world (save for master Sai who keeps them all in check) and almost constant ridicule. Just ask Ryudo Tachibana, their constant personal devil trying to walk his way through culinary school. The real question might be whether or not he'll survive the year.



miharu

When Yukinari Sasaki—a high schooler so prudish he blushes out in a rash when girls get anywhere near him—falls through a bathhouse into a parallel world, Miharu (pink hair, middle) is what he finds (naked, of course) and brings back, much to the chagrin of his neighbor Kōji, gōemon summoner Lisa (who swears to be his soul mate), and pretty much the female population of Miharu's world.

Girls Bravo

Released by Gansou Entertainment



Fuu

Ah sweet Fuu... Between Mugen's yin and Jin's yang she is the glue that holds the trio together as they seek out the mysterious samurai "who smells of sunflowers." She can also out-eat just about any man, woman or pig on the planet.

Samurai Champloo
Released by Geneon Entertainment

DearS

Released by Geneon Entertainment



ren

DearS, a.k.a. "beloved friends," are what crawled out of an alien spacecraft that crashed into Tokyo Bay and—having no way home—were granted citizenship and put into home-stay programs like humanoid Furbies.



maya

SUNSHINE



ANIME SUITS

Tenjo Tenjo

www.tenjoentertainment.com

Search and Destroy

Search and Destroy

Search
and
Destroy



Go nice to make her acquaintances once again... The first mortal "turned" by Alucard, Geras Victoria sacrificed her soul to help beat back a vampiric invasion the likes that this world has never seen. Since joining the undead rank and file under the employ of the Hellsing Organization she has become as deadly as she is beautiful.

Hellsing

Released by Geneon Entertainment



seyoko

The beautiful (preffy...ish) Seyoko accompanies Lucas, a Warrior of Melos, as he traverses the land saving hapless civilians from monster uprisings seeking out the Melody of Oblivion. Will she?



Dirty Pair

Released by ADV Films

Kei

Yurika

Fairies most certainly aren't die,
Yuri and Kei... Dirty Pair...
...improved with age even though
...specifically they didn't born yet (they're
...due to save the universe until 2248,
...born here in their '80s makeover "Flash"
...Kei is a bit and feminine
...is a bit, and and pro
...made in the world



Narvel
&
Maya

As female ensembles go, the girls of Burn Up are hard to beat as they have pretty much all the bases well covered, with resident computer/tactics geek, Narvel, girl next door, Lica, munitions expert/whack-job, Maya, and a big-breasted token dumb blonde that spends all of her money on underwear and outfits that match her daily horoscope. Hey... someone's got to stop the future's party thieves and mechanical insects!

Burn Up W
Released by ADV Films



Nyu

Sweet and innocent as can be on one side yet able to rip people to shreds before they have time to scream using her psychic arms, mutant girl Nyu is the ultimate secret weapon of the new world order... But she has other ideas, like saving humanity.

Effen Lied
Released by ADV Films



If Solid Snake had a sister she would be Madlax. Deadly as they come yet irresistibly beautiful she is the epitome of female mercenaries yet her life is somehow intertwined with a quiet, affluent teenage girl whom she's never met.

chocolate

Assembled to beat down the oppressors of the Spooner Continent, Gâteau Mocha, Mignon Glace, Chocolata (shown), The Miso and Carrot Glace are the Sorcerer Hunters! Let the fun, sex and adventure begin! Why am I craving a doughnut all of the sudden?



Sorcerer Hunters
Released by ADV Films



Kuriko
Kuriko

One of three physical beauties fighting to bed-down loser magician Kazuki Shikimori for his genes, Kuriko is the sexy blonde of the bunch. Besides her self-proclaimed "dynamite body" she also has antennae. Talk about handy!

Maburaho
Released by ADV Films

naga

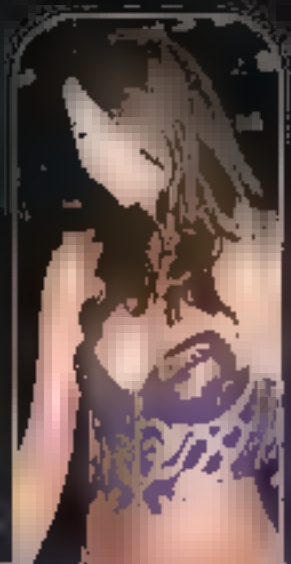
lina

Naga and Lina Inverse: Best of friends yet worst of enemies. Naga enjoys annoying Lina for her tiny breast size and interrupting her gluttonous binges, while Lina gets on particularly well always getting the most out of Naga's... bad when... the most... .



Slayers

Released by ADV Films



antonia waincoat

Antonia Bayle | Interview

Antonia Waincoat of Davis, California, claimed the crown in Sony Online Entertainment's inaugural "Quest for Antonia" real-life EQ2 model search earlier this month. Though many of her fellow contestant finalists poured a lot more time into preparing gimmicks, Antonia's natural confidence and charm—not to mention her knowledge of EverQuest II—made its heroine, Antonia Bayle—win the day. Since winning the year's standard of beauty of Gaming, we wanted to find out what makes Miss Bayle tick.

Now that you've experienced another side of gaming, has your perception of MMOs changed?

Antonia: Previously I'd play on Xbox and PS2 and I thought those were cool. But now that I play online, I've found that MMOs are way more fun because I can play with people I know from all over the world. It's an amazing way to stay connected to friends and family.

Does it surprise you how the Antonia character has developed into such an iconic persona with EQ2 fans?

Antonia: I was designed to represent everything that is special in the world of EverQuest II. Plus, she's sexy, strong and confident. So I am not surprised by her popularity. Everyone loves a woman with those traits. One of the judges for Antonia told me that "strong confident women are the new sexy." I think everyone loves sexy, especially when it's on the good side of good vs. evil?

Back when the Quest for Antonia contest was winding down and your chances were looking really good, what kind of ammo did you load to seal the deal?

During the question and answer period of the finals in Vegas—poo-side at The Flamingo Hotel & Casino, I was asked: if I could change one thing in the game as Queen Antonia, what would it be. I said I would eliminate all the social classes and create a harmonious universe for all. I guess the judges liked that answer. And then I stuck

my best Queen-y pose [laughs].

Antonia spars with the region's finest swordsmen every day to stay fit. So what's your secret to keeping in shape?

I do one hour of cardio and one hour of weights five times a week. You've got to be fit to stay fit. I'm an EQ2 warrior!

Your "streak card" with players will skyrocket if you can carry a conversation about EQ2 gameplay, or games in general.

Have you thought about making this a bigger part of your life now?

EQ2 has always been a part of my life, but now more so. I've really enjoyed playing EQ2 and even played it live on G4 [TV] recently. It was a blast to see how many fans showed up in game to meet me at the announcement. Whatever I did do, wherever I went, hundreds of characters followed me. When my year as Antonia is over, I may be looking at ways to report on this industry either for an industry publication or possibly on TV...I really enjoyed hanging out on the set. Maybe they'll have me back?

You're currently the ambassador for the game. What kind of opportunities are there for you in the future as far as shows and public events?

As Antonia's ambassador, I'll be traveling the country this year to meet the fans and making personal appearances for SOE. My plan is to spend time with many old and new fans, meet them, get out and meet them, have conversations and industry events. I'll be traveling across the country to see my fans and bring them back to the game.

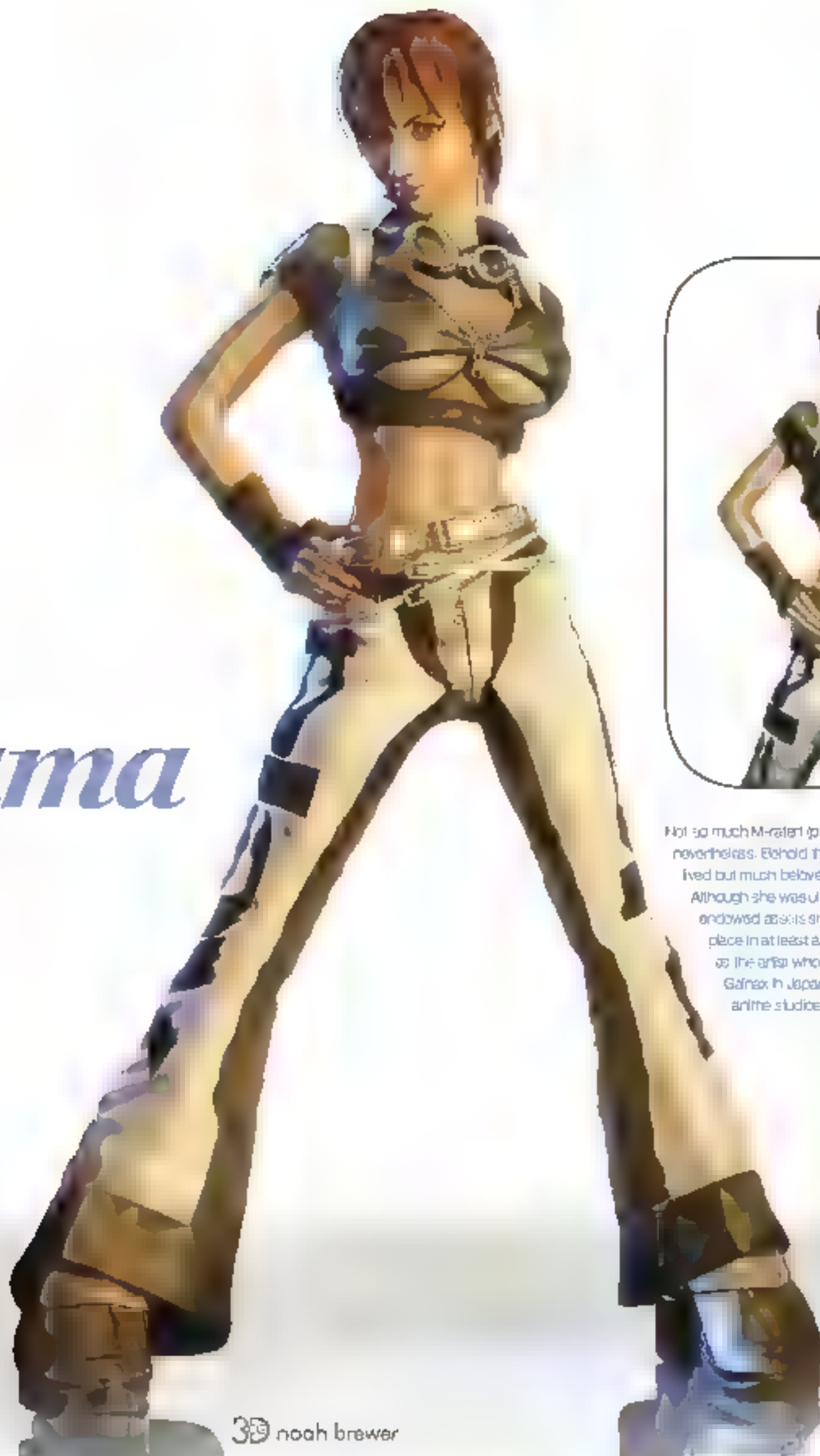
antonia bayle

EverQuest 2
by Sony Online Entertainment

masculine

drama

The ill-fated play mascot



Not so much M-rated (perhaps PG-13) but rare nevertheless. Behold the last render of our short-lived but much beloved (by some) mascot, Drama. Although she was ultimately ousted for her overly endowed assets she will always hold a special place in at least a few hearts, including my own, as the artist who created her went on to join Gainax in Japan, among the most prestigious anime studios in all the land. *Dave Halverson*

3D noah brewer

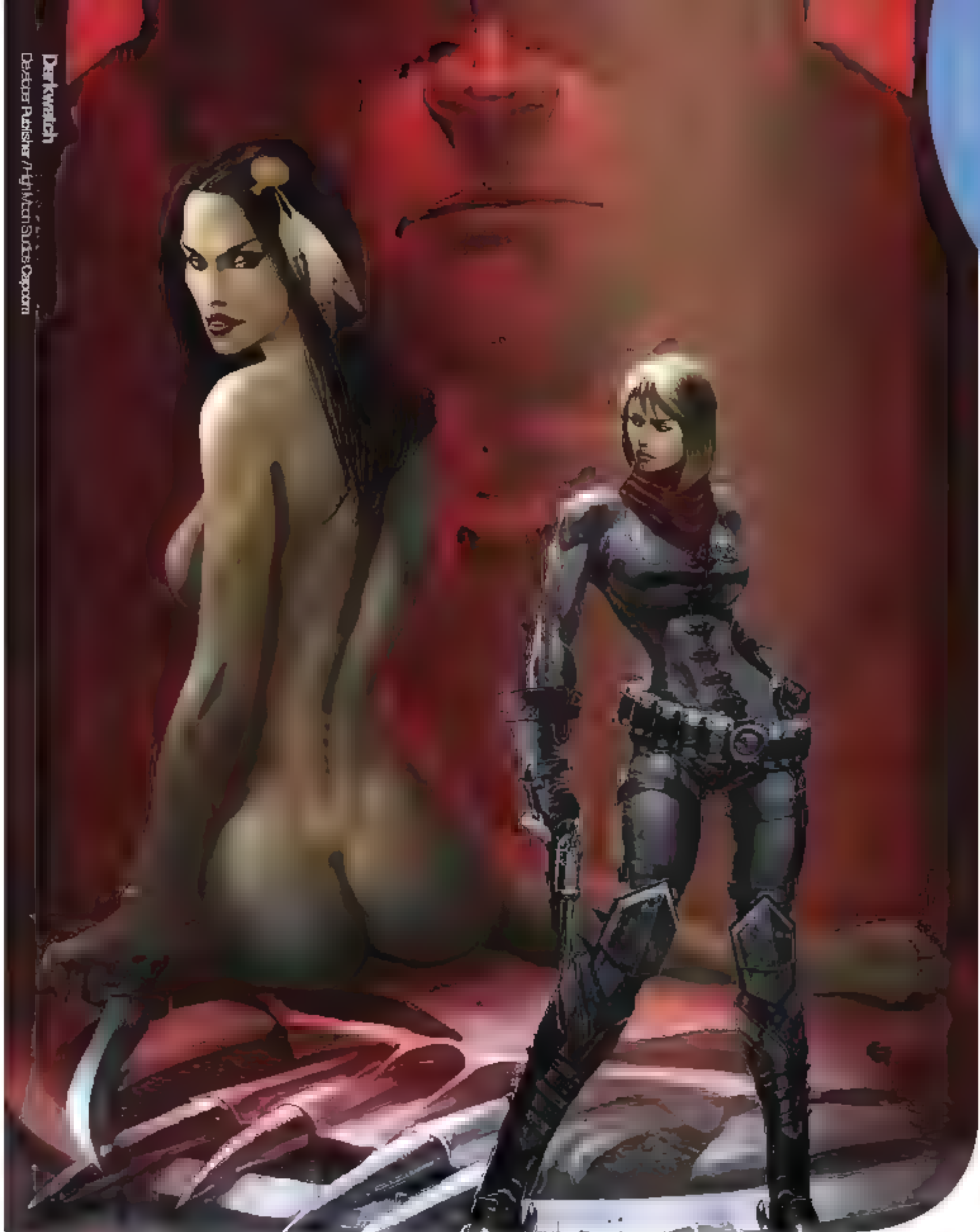


Gauntlet Seven Sorrows
Developer/Publisher / Midway/Midway

cassidy

sharp

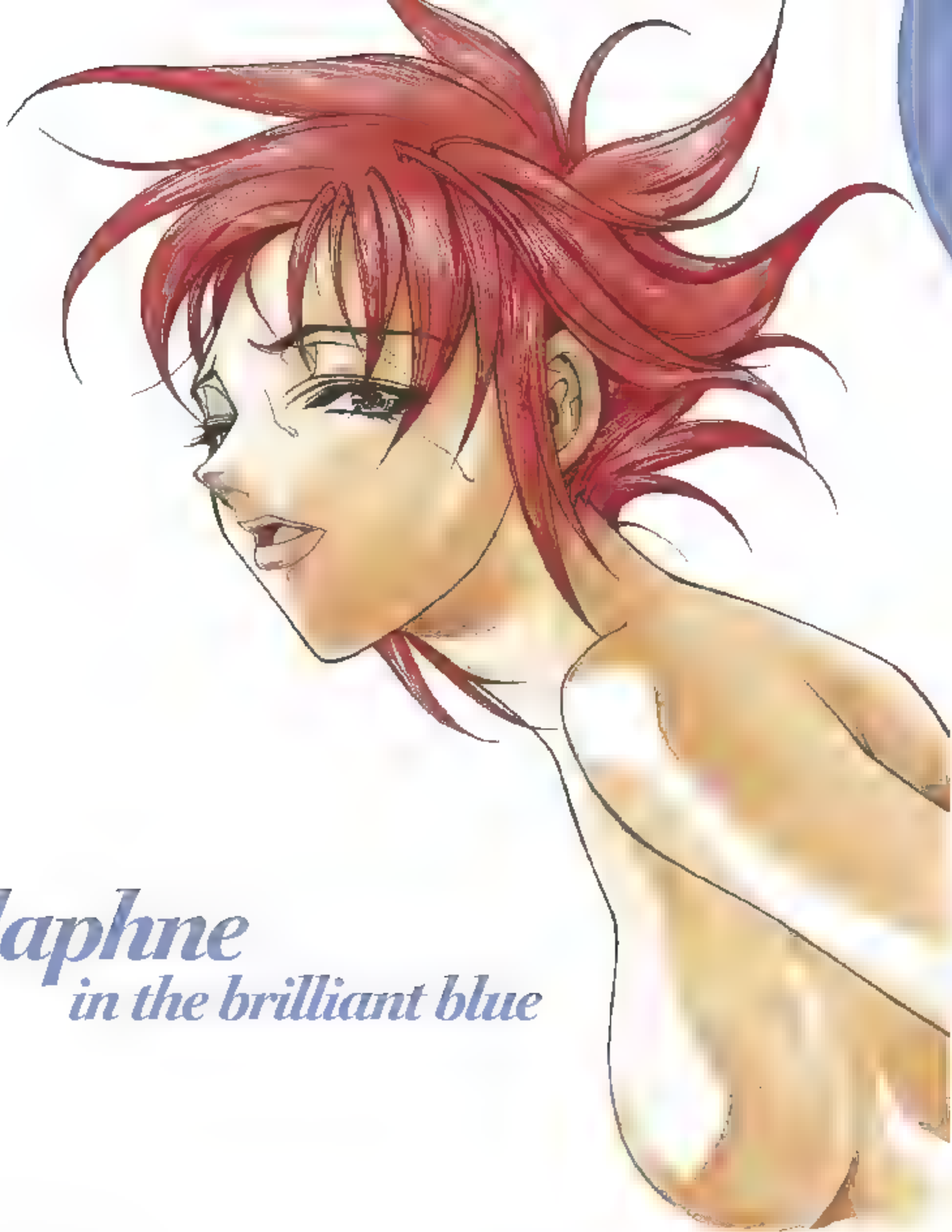
talia



Darkwatch
Developer: Publisher: High Moon Studios; Capcom



STUDIO DEBUT
Released by ADV Films

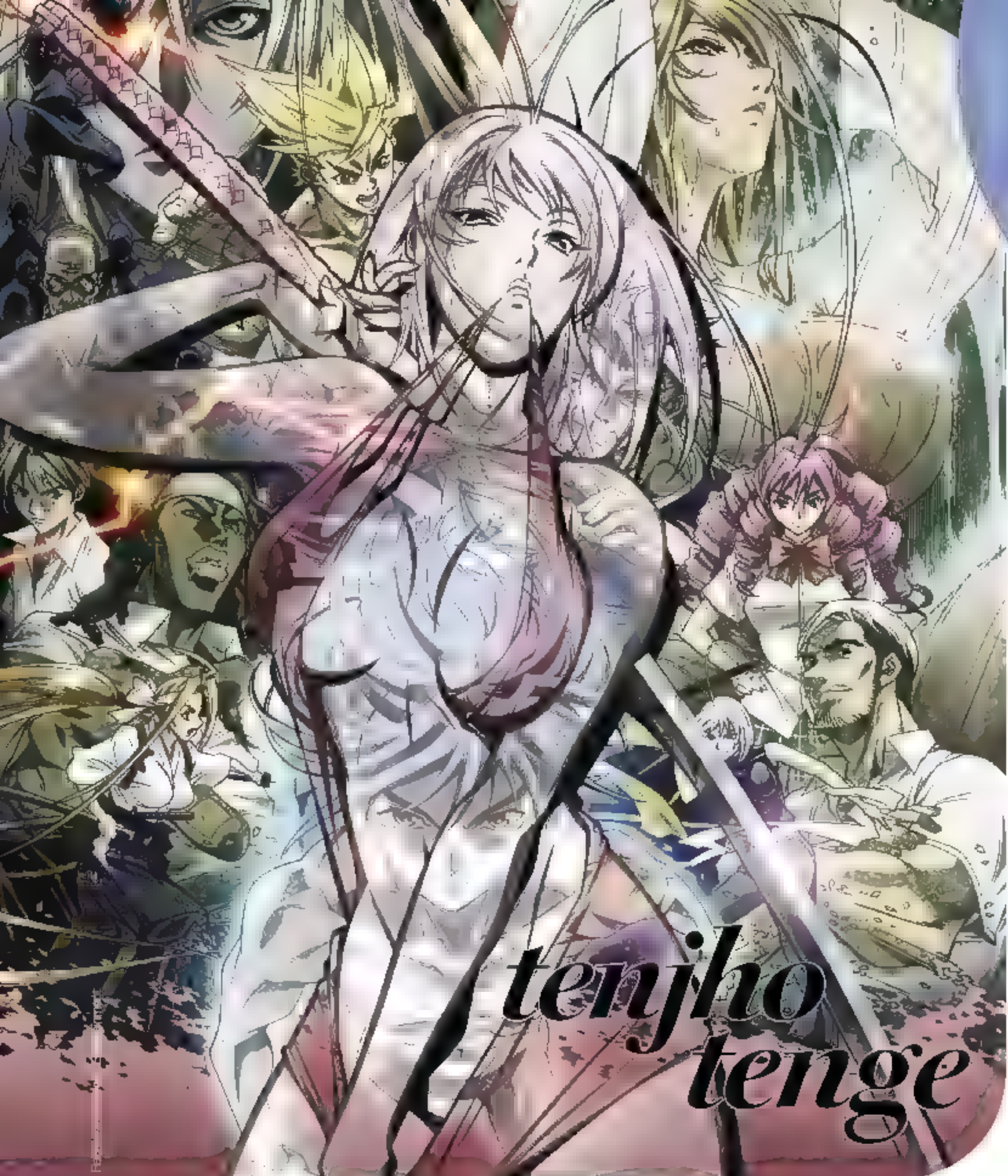


daphne
in the brilliant blue

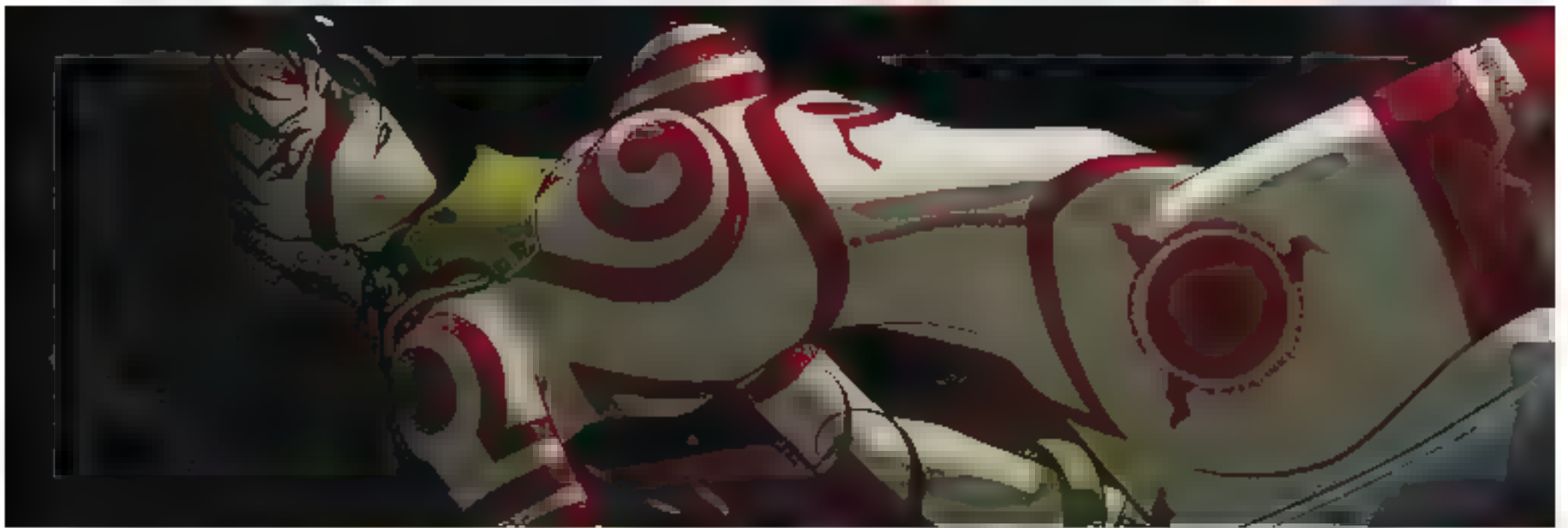
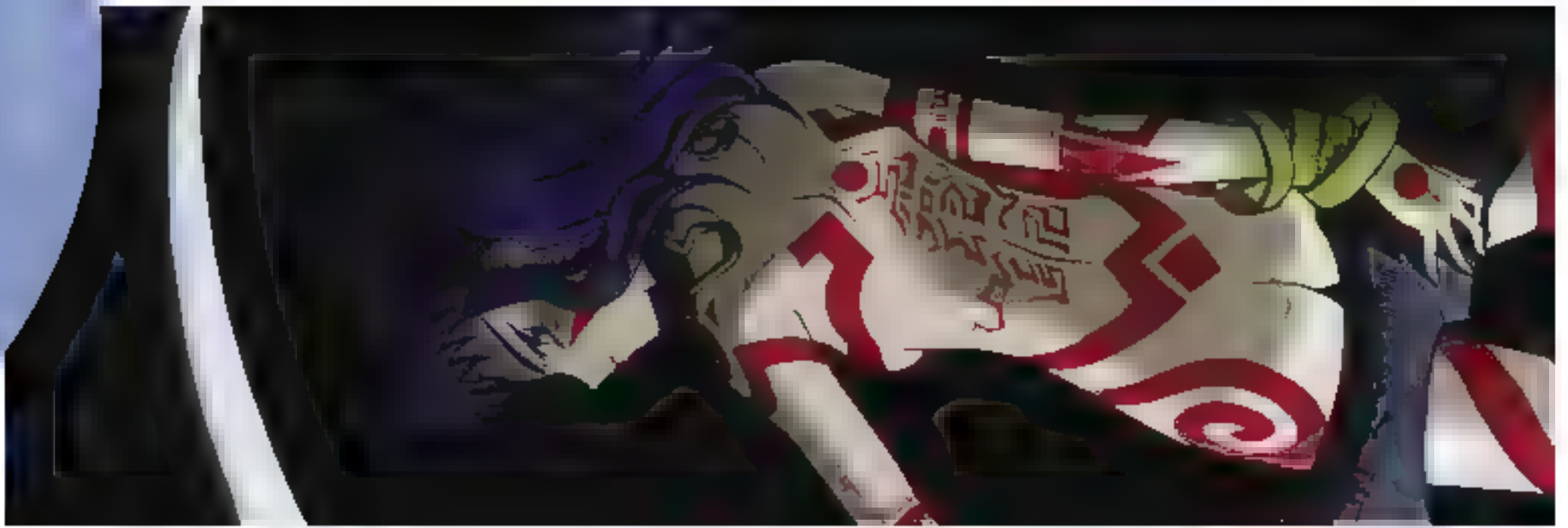
Released by Geneon Entertainment

girls of gaming^{®.3}





*tenjho
tenge*



neo ranga

Released by ADV Films

plastic little



Released by ADV Films



Ghost Talker's Daydream

Released by Gensom Entertainment

*bible
black*







*ultramaiden
valkyrie*



Filesize by ADV Films

g-touste







steel angel
kurumi